

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Previously Presented) A method for conducting a plurality of game sessions, the method comprising acts of:

providing for, in at least one of at least two of the plurality of game sessions, a wagering game of chance;

providing for an entry of at least one player in at least one of the plurality of game sessions, wherein the act of providing for the entry includes acts of:

providing for a subscription of the at least one player to the at least two of the plurality of game sessions; and

providing for an alternative method of entry (AMOE) to the at least one of a plurality of game sessions to the wagering game of chance, the AMOE being a freely provided free method of entry into the at least one of the plurality of game sessions, the act of providing for the AMOE including acts of:

providing, via a website, an indication of a game session to be entered by AMOE, the game sessions to be entered by AMOE being the at least one of the plurality of game sessions to the wagering game of chance, the at least one of the plurality of game sessions to the wagering game of chance having a date and time; and

receiving, via the website, an entry specifying the date and time; and

entering the at least one player in the at least two of the plurality of game sessions, in response to processing the subscription.

2. (Original) The method according to claim 1, wherein the wagering game of chance further comprises performing acts of:

determining, for the at least one player, the at least one game card having a pattern;

determining, during a game session, a winning pattern;

drawing winning cell content from a predetermined set of cell content;

determining if, for the at least one player, whether the pattern of cell content on the game card matching the drawn winning cell content makes a pattern matching the winning pattern; and

if so, determining a payout.

3. (Original) The method according to claim 2, wherein the act of determining the payout includes an act of determining the payout based upon fixed odds of winning.

4. (Original) The method according to claim 1, wherein the at least two of the plurality of game sessions are consecutive.

5. (Original) The method according to claim 1, further comprising an act of providing for payment, prior to a conducting of the at least two of the plurality of game sessions, for the subscription of the at least one player to the at least two of the plurality of game sessions.

6. (Original) The method according to claim 1, further comprising an act of conducting the wagering game of chance over a communication network.

7. (Original) The method according to claim 1, wherein the act of determining a payout includes determining, from a predetermined payout table, a payout to the at least one player.

8. (Original) The method according to claim 1, wherein the wagering game of chance includes odds of winning that are fixed.

9. (Original) The method according to claim 1, wherein the wagering game of chance includes odds of winning that are not fixed.

10. (Previously Presented) A wagering game of chance executed on a computer comprising:

a wagering game of chance;

a means for entering multiple game sessions of the wagering game of chance, wherein the means for entering multiple game sessions further comprises a subscription, wherein the subscription comprises entry into multiple game sessions of the wagering game of chance, and wherein the means for entering multiple game sessions further comprises:

an alternative means of entry (AMOE) for entering the game sessions of the wagering game, wherein a game player enters the game sessions of the wagering game by submitting the date and time of a game session to be entered by AMOE to a website that provides an indication of the game session to be entered by AMOE, the game session to be entered by AMOE being the game session of the wagering game and wherein the alternative method of entry (AMOE) is provided for free.

11. (Original) A game according to claim 10, wherein the subscription is to play consecutive games.

12. (Original) A game according to claim 10, wherein the player may automatically renew the subscription.

13. (Original) A game according to claim 10, wherein the player pays to subscribe with money or loyalty points.

14. (Original) A game according to claim 12, wherein the player pays to subscribe by cash, debit or credit card, account credit or loyalty program credit.

15. (Original) A wagering game of chance of claim 10, wherein the game is available on a network.

16. (Original) A wagering game of chance of claim 15, wherein the network is a cable system, the internet, or wireless.

17. (Original) A wagering game of chance of claim 10, wherein the cells of each game card of each game piece played by the subscribing player contain content chosen randomly by a computer from a predetermined set of cell content.

18. (Original) A wagering game of chance of claim 17, wherein new game cards are chosen randomly by a computer every game session for the subscribing player.

19. (Currently Amended) A non-transitory computer-readable medium having computer-readable signals stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a method for conducting a plurality of game sessions, the method comprising acts of:

providing for, in at least one of at least two of the plurality of game sessions, a wagering game of chance;

providing for an entry of at least one player in at least one of the plurality of game sessions, wherein the act of providing for the entry includes acts of:

providing for a subscription of the at least one player to the at least two of the plurality of game sessions; and

providing for an alternative method of entry (AMOE) to the at least one of a plurality of game sessions to the wagering game of chance, the AMOE being a freely provided free method of entry into the at least one of the plurality of game sessions, the act of providing for the AMOE includes acts of:

providing, via a website, an indication of a game session to be entered by AMOE, the game session to be entered by AMOE being the at least one of the plurality of game sessions to the wagering game of chance, the at least one of the plurality of game sessions to the wagering game of chance having a date and time; and

receiving, via the website, an entry specifying the date and time; and

entering the at least one player in the at least two of the plurality of game sessions, in response to processing the subscription.

20. (Original) The computer-readable medium according to claim 19, wherein the wagering game of chance further comprises performing acts of:

determining, for the at least one player, the at least one game card having a pattern;

determining, during a game session, a winning pattern;

drawing winning cell content from a predetermined set of cell content;

determining if, for the at least one player, whether the pattern of cell content on the game card matching the drawn winning cell content makes a pattern matching the winning pattern; and

if so, determining a payout.

21. (Original) The computer-readable medium according to claim 20, wherein the act of determining the payout includes an act of determining the payout based upon a fixed odds of winning.

22. (Original) The computer-readable medium according to claim 19, wherein the at least two of the plurality of game sessions are consecutive.

23. (Original) The computer-readable medium according to claim 19, wherein the method further comprises an act of providing for payment, prior to a conducting of the at least two of the plurality of game sessions, for the subscription of the at least one player to the at least two of the plurality of game sessions.

24. (Original) The computer-readable medium according to claim 19, wherein the method further comprises an act of conducting the wagering game of chance over a communication network.

25. (Original) The computer-readable medium according to claim 19, wherein the act of determining a payout includes determining, from a predetermined payout table, a payout to the at least one player.

26. (Previously Presented) The method according to claim 1, wherein the entry of the at least one player to play the at least two of the plurality of games sessions occurs prior to play of any of the at least two of the plurality of game sessions.

27. (Previously Presented) The method according to claim 1, wherein the act of entering includes an act of entering, automatically, the at least one player into at least one subscribed game session in response to the at least one subscribed game session beginning.

28. (Previously Presented) The method according to claim 1, further comprising an act providing for the entered at least two of the plurality of game sessions to be played automatically by a computer system.

29. (Previously Presented) The method according to claim 1, wherein the act of entering includes an act of entering the at least one player into a further scheduled game session.

30. (Previously Presented) The method according to claim 1, further comprising an act of identifying a subscription level for the at least one player.

31. (Previously Presented) The method according to claim 2, further comprising an act of adjusting the payout based, at least in part, on the identified subscription level.

32. (Previously Presented) The method according to claim 1, further comprising an act of providing compliance with gaming requirements associated with entry of the at least one player, including an act of requiring, by a computer system, that the alternative method of entry be an available method of entry in locations that the primary method of entry is not permitted.